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FINAL EXAMINATION

TRIMESTER 2, 2018/2019

MVR1023 – SIMULATION MODELLING
(All sections / Groups)

8 March 2019
9.00 a.m. – 11.00 a.m.
(2 Hours)

INSTRUCTION TO THE STUDENT

1. This Question paper consists of 2 pages including cover page with 5 questions. Total marks is 40.

2. Answer ONLY **4 out of 5 questions** and the distribution of the marks is as stated.

3. Please write all your answers in the answer booklet provided

Answer ONLY 4 out of 5 questions. Total marks are 40.

Question 1

a. Explain about principles of Animation: ANTICIPATION! You may sketch to explain. **[5 marks]**
b. Explain about principles of Animation: SLOW IN and SLOW OUT! And what is the difference with Linear movement? **[5 marks]**

Question 2

a. What is Modelling and what is a model? **[3 marks]**
b. What is Simulation? Give example **[4 marks]**
c. What is Simulation Modelling? **[3 marks]**

Question 3

a. Why low poly modelling is important in game design? **[5 marks]**
b. What are Normal Maps? Give explanation. **[5 marks]**

Question 4

a. List down four (4) methods for cleaning up geometry in modelling and explain each one of them **[8 marks]**
b. When object A linked to object B, it means A is the child object and B is the parent object. What happens if A is moved up? What happened if B is rotated? **[2 marks]**

Question 5

a. Mention and explain about 3D character Modelling workflow. **[6 marks]**
b. What is a Boolean operation in 3D modelling process? **[4 marks]**

End of Paper